Rules

Ages 8-Adult
2 or more players

OBJECT The object is to be the player who, at the end of ten rounds, has won the greatest number of chips.

EQUIPMENT The equipment includes 30 photographs and a quantity of chips.

PREPARATION To begin, select fifteen photographs from the group of 30 and spread them picture side up on the table. The degree of difficulty of the game will be determined by the number of photographs, so players may wish to increase or decrease the number as the game progresses depending upon the level of challenge desired. Unused photos are set aside.

THE PLAY All players carefully examine the selected photographs. After a minute or two, when players have familiarized themselves with all the subjects shown, the photos are turned face down and are then shuffled around

on the table so that no player knows the location of any one particular photo. Three cards are removed and placed; still face down, to one side. The remaining photos are turned face up and players quickly try to remember and call out the three missing subjects.

A player who correctly identifies a missing photograph is awarded a chip. Any player who calls out an incorrect identification must surrender one chip, if he has any. After the third photograph has been identified, a new round begins. If all players fail to recall one or more of the missing pictures, the game, by mutual consent, proceeds to the next round.

To add variety and challenge to the game, new pictures may be brought in as substitutions.

WINNING THE GAME The player who, at the end of the tenth round, has the greatest number of chips is the winner.

We will be glad to answer questions concerning this game. Parker Brothers, P.O. Box 900, Salem, Mass. 01970

© 1972 Parker Brothers, Salem, Mass. 01970